

IN THE CLAIMS:

Please amend the claims as follows:

1. (currently amended) A method for changing an orientation of a ~~User Interface (UI)~~user interface, comprising:

- detecting a course of motion that is performed on said ~~[[UI]] user interface~~, and
- changing said orientation of said ~~[[UI]] user interface~~ with respect to a device said ~~[[UI]] user interface~~ is integrated in according to said detected course of motion.

2. (currently amended) The method according to claim 1, wherein said course of motion is performed on said ~~[[UI]] user interface~~ via a ~~[[UI]] user interface~~ interaction device.

3. (currently amended) The method according to claim 2, wherein said ~~[[UI]] user interface~~ is a touch-screen display and wherein said ~~[[UI]] user interface~~ interaction device is a touching device.

4. (currently amended) The method according to claim 2, wherein said ~~[[UI]] user interface~~ interaction device is a device that controls the movement of an element on said ~~[[UI]] user interface~~.

5. (currently amended) The method according to claim 1, wherein said course of motion is performed on said ~~[[UI]] user interface~~ by dragging an element that is displayed on said ~~[[UI]] user interface~~.

6. (currently amended) The method according to claim 5, wherein said element is located near an edge of the ~~[[UI]] user interface~~.

7. (currently amended) The method according to claim 1, wherein said course of motion is performed on said ~~[[UI]] user interface~~ by drawing a gesture on said ~~[[UI]] user interface~~.

8. (original) The method according to claim 7, wherein said gesture is a circle of a part thereof.

9. (currently amended) The method according to claim 1, wherein said detected course of motion is visualized on said [[UI]] user interface.

10. (currently amended) The method according to claim 1, wherein said orientation of said [[UI]] user interface is changed by 90°, 180° or 270° with respect to the device said [[UI]] user interface is integrated in.

11. (currently amended) The method according to claim 1, wherein images that are displayed on said [[UI]] user interface are transformed and/or re-scaled according to said changed orientation.

12. (currently amended) The method according to claim 1, wherein said [[UI]] user interface is integrated in a hand-held device, in particular a mobile phone or a Personal Digital Assistant (PDA)personal digital assistant.

13. (canceled)

14. (currently amended) A computer program product stored on a data processing readable medium, the computer program product comprising a computer program with instructions operable to cause a processor to perform the method [[steps]] of claim 1.

15. (currently amended) A device for changing an orientation of a [[UI]] user interface, comprising:

- [[means]]a detector for detecting a course of motion that is performed on said [[UI]] user interface, and
- [[means]]a processor and controller for changing said orientation of said [[UI]] user

interface with respect to a device said [[UI]] user interface is integrated in accordance accordance to said detected course of motion.

16. (currently amended) The device according to claim 15, wherein said device for changing an orientation of said [[UI]] user interface is integrated in a hand-held device, in particular a mobile phone or a Personal Digital Assistant (PDA)personal digital assistant.

17. (currently amended) A mobile phonedevice according to claim 15, further comprising:
—at least one [[UI,]]-user interface.
—means for detecting a course of motion that is performed on said [[UI]], and
—means for changing an orientation of said [[UI]] with respect to said mobile phone according to said detected course of motion.

18. (currently amended) The mobile phonedevice according to claim 17, further comprising a [[UI]] user interface interaction device, via which said course of motion is performed on said at least one [[UI]] user interface.

19. (currently amended) The mobile phonedevice according to claim 18, wherein said at least one [[UI]] user interface is a touch-screen display and wherein said [[UI]] user interface interaction device is a touching device.

20. (currently amended) The mobile phonedevice according to claim 18, wherein said [[UI]] user interface interaction device is a device that controls the movement of an element on said at least one [[UI]] user interface.

21. (currently amended) The mobile phonedevice according to claim 17, wherein said course of motion is performed on said at least one [[UI]] user interface by dragging an element that is displayed on said at least one [[UI]] user interface.

22. (currently amended) The ~~mobile phone~~device according to claim 17, wherein said course of motion is performed on said at least one [[UI]] user interface by drawing a gesture on said at least one [[UI]] user interface.

23. (currently amended) The ~~mobile phone~~device according to claim 17, further comprising means for visualizing said detected course of motion on said at least one [[UI]] user interface.

24. (currently amended) The ~~mobile phone~~device according to claim 17, wherein said orientation of said at least one [[UI]] user interface is changed by 90°, 180° or 270° with respect to said mobile phone.

25. (currently amended) The ~~mobile phone~~device according to claim 17, further comprising means for transforming and/or re-scaling images that are displayed on said at least one [[UI]] user interface according to said changed orientation.

26. (new) A device for changing an orientation of a user interface, comprising:
- means for detecting a course of motion that is performed on said user interface, and
- means for changing said orientation of said user interface with respect to a device
said user interface is integrated in accordance to said detected course of motion.